

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A data delivery system ~~for family game machine~~ comprising:

a game machine for playing a game and which is connected to a network and includes a storage device for storing performance data for game characters corresponding to real-life players, said game machine including a device for optionally requesting delivery of the performance data via the network; and

a server including:

storage means for storing ~~various types of~~ character performance data which is updated and fluctuates based on performance of corresponding real-life characters ~~and transmits prescribed data from the server to a family game machine via a network;~~

delivery authorization determination means for determining whether or not the ~~family~~ game machine is authorized to receive data delivery when [[a]] an optional request for data delivery is received from said ~~family~~ game machine; and

data delivery means for transmitting said character performance data to said ~~family~~ game machine based on an instruction from the delivery authorization determination means.

2. (Currently Amended) The data delivery system according to claim 1, wherein the determination performed by said delivery authorization determination means regarding whether or not data delivery is authorized is performed based on an ID number received from said ~~family~~ game machine, and said ID number is an ID number unique to a readable recording medium that stores data necessary for communication between said ~~family~~ game machine and said server.

3. (Currently Amended) The data delivery system according to claim 2, wherein the determination performed by said delivery authorization determination means regarding whether or not data delivery is authorized is performed based on both said ID number unique to the readable recording medium and an ID number unique to the ~~family~~ game machine, which are received from said ~~family~~ game machine.

4. (Cancelled)

5. (Cancelled)

6. (Currently Amended) The data delivery system according to claim [[5]]
1, wherein said ~~information~~ performance data stored in the data storage unit is
updated on a daily basis according to daily game ~~result~~ results.

7. (Currently Amended) The data delivery system according to claim 4,
wherein said game is a match-style game, the game characters appearing therein are
simulations the real-life characters which are [[of]] real athletes and the
performance data delivered from said server pertains to game results for ~~these~~ the
real athletes.

8. (Currently Amended) The data delivery system according to claim 1,
wherein when a data delivery request is received from said ~~family~~ game machine,
said delivery authorization determination means of the server stores the date and
time of the first access and authorizes data delivery for only a prescribed period of
time.

9. (Currently Amended) A data delivery method that delivers data from a server ~~that stores various types of data~~ to a ~~family~~ game machine connected thereto via a network, the method comprising the steps of:

storing on the server character performance data which is updated and fluctuates based on performance of corresponding real-life characters;

permitting a user of the game machine to optionally send data delivery request over the network requesting delivery of said character performance prior to playing a game;

receiving ~~[[a]]~~ the data delivery request from a ~~family~~ the game machine;
determining whether or not said ~~family~~ game machine is authorized to receive data delivery of the character performance data; and

delivering the character performance data to said ~~family~~ game machine if the ~~family~~ game machine is authorized to receive the data delivery.